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1 IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

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4 Inventor.....Anders Hejlsberg et al.
5 Group Art Unit 2124
6 Examiner Rampuria, Satish
7 Attorney's Docket No. MS1-865US
8 Confirmation No.....6062
9 Title: Application Program Interface for Network Software Platform

10 **DECLARATION UNDER 37 C.F.R. § 1.131**

11 As a below named inventor, I hereby declare that:

12 I am an inventor of the subject matter that is claimed and for which a patent is
13 sought on the invention entitled "Application Program Interface for Network
14 Software Platform", as identified above.

15 The invention was conceived in the United States prior to June 2001.
16 Further, I diligently pursued filing the above identified application from prior to June
17 2001 until the filing of the above identified application on July 10, 2001.

18 To support my assertion, I have attached an exhibit, labeled as Exhibit 1, as
19 evidence. Exhibit 1 is a redacted version of an internal corporate document
20 describing aspects of the .NET Framework Class Library that was prepared prior to
21 June 2001. Exhibit 1 evidences that the invention was conceived before June 2001.

22 I diligently pursued filing the above identified application from prior to June
23 2001 until the filing of the above identified application on July 10, 2001, including
24 one or more of the inventors reviewing one or more drafts of the patent application
25 prepared by the patent attorney.

26 All statements made herein of my own knowledge are true and that all
27 statements made on information and belief are believed to be true; and further that

these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code and that such willful false statement may jeopardize the validity of the application or any patent issued therefrom.

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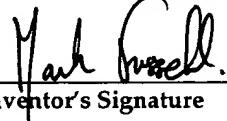
Date

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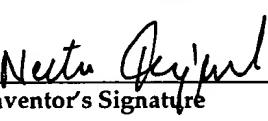
4/6/2005
Date

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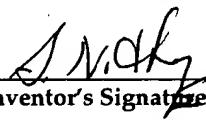
4/12/2005
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4-18-05

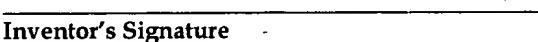
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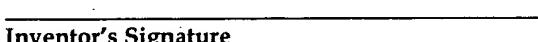
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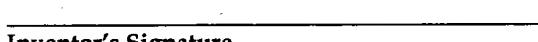
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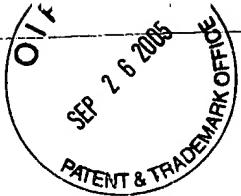


Exhibit 1

.NET Framework Class Library

XmlReader Class

This is preliminary documentation and subject to change.
Send feedback on this topic.

Represents a reader that provides fast, non-cached forward only access to XML data.

This class is abstract (**MustOverride** in Visual Basic).

For a list of all members of this type, see [XmlReader Members](#).

[Visual Basic]

```
MustInherit Public Class XmlReader
```

[C#]

```
public abstract class XmlReader
```

[C++]

```
public __gc __abstract class XmlReader
```

[JScript]

```
public abstract class XmlReader
```

Remarks

Requirements

Namespace: [System.Xml](#)

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000, Windows XP

Assembly: System.Xml (in System.Xml.dll)

See Also

.NET Framework Class Library

XmlReader Constructor

This is preliminary documentation and subject to change.
[Send feedback on this topic.](#)

Initializes a new instance of the [XmlReader](#) class.

[Visual Basic]

```
Protected Sub New()
```

[C#]

```
protected XmlReader();
```

[C++]

```
protected: XmlReader();
```

[JScript]

```
protected function XmlReader();
```

Remarks

This constructor is called by derived class constructors to initialize state in this type.

Requirements

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000, Windows XP

See Also

.NET Framework Class Library

XmIReader.Read Method

This is preliminary documentation and subject to change.
[Send feedback on this topic.](#)

Reads the next node from the stream.

[Visual Basic]

```
MustOverride Public Function Read() As Boolean
```

[C#]

```
public abstract bool Read();
```

[C++]

```
public: virtual bool Read() = 0;
```

[JScript]

```
public abstract function Read() : Boolean;
```

Return Value

true if the next node was read successfully; **false** if there are no more nodes to read.

Remarks

Example

Requirements

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000, Windows XP

See Also

.NET Framework Class Library
XmlReader:BaseURI Property

This is preliminary documentation and subject to change.
Send feedback on this topic.

Gets the base URI of the current node.

[Visual Basic]

```
MustOverride Public ReadOnly Property BaseURI As String
```

[C#]

```
public abstract string BaseURI {get;}
```

[C++]

```
public: __property virtual String* get_BaseURI() = 0;
```

[JScript]

```
public abstract function get BaseURI(): String;
```

Property Value

The base URI of the current node.

Remarks

A "networked" XML document is comprised of chunks of data aggregated using various W3C standard inclusion mechanisms and therefore contains nodes that come from different places. DTD Entities are an example of this, but this is not limited to DTDs. The base URI tells you where these nodes came from. If there is no base URI for the nodes being returned (maybe they were parsed from an in-memory string), String.Empty is returned.

Requirements

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000, Windows XP

See Also

XmlReader::NodeType::Property

This is preliminary documentation and subject to change.
[Send feedback on this topic.](#)

Gets the type of the current node.

[Visual Basic]

```
MustOverride Public ReadOnly Property NodeType As XmlNodeType
```

[C#]

```
public abstract XmlNodeType NodeType {get;}
```

[C++]

```
public: __property virtual XmlNodeType get_NodeType() = 0;
```

[JScript]

```
public abstract function get NodeType() : XmlNodeType;
```

Property Value

One of the XmlNodeType values representing the type of the current node.

Example

Requirements

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000, Windows XP

See Also

XPathNavigator Class

This is preliminary documentation and subject to change.
[Send feedback on this topic.](#)

Reads data from any data store using a cursor model.

This class is abstract (**MustOverride** in Visual Basic).

For a list of all members of this type, see [XPathNavigator Members](#).

Object

XPathNavigator

[Visual Basic]

```
MustInherit Public Class XPathNavigator  
    Implements ICloneable
```

[C#]

```
public abstract class XPathNavigator : ICloneable
```

[C++]

```
public __gc __abstract class XPathNavigator : public ICloneable
```

[JScript]

```
public abstract class XPathNavigator implements ICloneable
```

Remarks

This class provides read-only random access to data. **XPathNavigator** is based upon the XPath data model and provides the methods required to implement XPath queries over any data model. This class was designed to support XSLT transformations.

Requirements

Namespace: [System.Xml.XPath](#)

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000, Windows XP

Assembly: System.Xml (in System.Xml.dll)

See Also

XPathNavigator Constructor

This is preliminary documentation and subject to change.
[Send feedback on this topic.](#)

Initializes a new instance of the `XPathNavigator` class.

[Visual Basic]

```
protected Sub New()
```

[C#]

```
protected XPathNavigator();
```

[C++]

```
protected: XPathNavigator();
```

[JScript]

```
protected function XPathNavigator();
```

Remarks

This constructor is called by derived class constructors to initialize state in this type.

Requirements

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000, Windows XP

See Also

XPathNavigator.MoveToFirst Method

This is preliminary documentation and subject to change.
[Send feedback on this topic.](#)

When overridden in a derived class, moves to the first sibling of the current node.

[Visual Basic]

```
MustOverride Public Function MoveToFirst() As Boolean
```

[C#]

```
public abstract bool MoveToFirst();
```

[C++]

```
public: virtual bool MoveToFirst() = 0;
```

[JScript]

```
public abstract function MoveToFirst() : Boolean;
```

Return Value

true if there is a first sibling node; **false** if there is no first sibling or if the navigator is currently positioned on an attribute node.

Requirements

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000, Windows XP

See Also

This is preliminary documentation and subject to change.

[Send feedback on this topic.](#)

When overridden in a derived class, moves to the next sibling of the current node.

[Visual Basic]

```
MustOverride Public Function MoveToNext() As Boolean
```

[C#]

```
public abstract bool MoveToNext();
```

[C++]

```
public: virtual bool MoveToNext() = 0;
```

[JScript]

```
public abstract function MoveToNext(): Boolean;
```

Return Value

true if there is a next sibling node; **false** if there are no more siblings or if the navigator is currently positioned on an attribute node.

Requirements

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000, Windows XP

See Also

.NET Framework Class Library
XPathNavigator.MoveToPrevious Method

This is preliminary documentation and subject to change.
[Send feedback on this topic.](#)

When overridden in a derived class, moves to the previous sibling of the current node.

[Visual Basic]

```
MustOverride Public Function MoveToPrevious() As Boolean
```

[C#]

```
public abstract bool MoveToPrevious();
```

[C++]

```
public: virtual bool MoveToPrevious() = 0;
```

[JScript]

```
public abstract function MoveToPrevious() : Boolean;
```

Return Value

true if there is a previous sibling node; **false** if there is no previous sibling or if the navigator is currently positioned on an attribute node.

Requirements

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000, Windows XP

See Also

This is preliminary documentation and subject to change.
[Send feedback on this topic.](#)

When overridden in a derived class, moves to the first child of the current node.

[Visual Basic]

```
MustOverride Public Function MoveToFirstChild() As Boolean
```

[C#]

```
public abstract bool MoveToFirstChild();
```

[C++]

```
public: virtual bool MoveToFirstChild() = 0;
```

[JScript]

```
public abstract function MoveToFirstChild() : Boolean;
```

Return Value

true if there is a first child node; otherwise **false**.

Remarks

Requirements

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000, Windows XP

See Also

XPathNavigator.MoveToParent Method

This is preliminary documentation and subject to change.
[Send feedback on this topic.](#)

When overridden in a derived class, moves to the parent of the current node.

[Visual Basic]

```
MustOverride Public Function MoveToParent() As Boolean
```

[C#]

```
public abstract bool MoveToParent();
```

[C++]

```
public: virtual bool MoveToParent() = 0;
```

[JScript]

```
public abstract function MoveToParent() : Boolean;
```

Return Value

true if there is a parent node; otherwise **false**.

Remarks

Requirements

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000, Windows XP

See Also

XPathNavigator.NodeType Property

This is preliminary documentation and subject to change.
[Send feedback on this topic.](#)

When overridden in a derived class, gets the type of the current node.

[Visual Basic]

```
MustOverride Public ReadOnly Property NodeType As XPathNodeType
```

[C#]

```
public abstract XPathNodeType NodeType {get;}
```

[C++]

```
public: __property virtual XPathNodeType get_NodeType() = 0;
```

[JScript]

```
public abstract function get NodeType() : XPathNodeType;
```

Property Value

One of the XPathNodeType values.

Requirements

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000, Windows XP

See Also

XslTransform Class

This is preliminary documentation and subject to change.
[Send feedback on this topic.](#)

Transforms XML data using an XSLT stylesheet.

Object

XslTransform

[Visual Basic]

```
public Class XslTransform
```

[C#]

```
public class XslTransform
```

[C++]

```
public __gc class XslTransform
```

[JScript]

```
public class XslTransform
```

Remarks

Example

Requirements

Namespace: [System.Xml.Xsl](#)

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000, Windows XP

Assembly: System.Xml (in System.Xml.dll)

See Also

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.NET Framework Class Library

XslTransform Constructor

This is preliminary documentation and subject to change.
[Send feedback on this topic.](#)

Initializes a new instance of the `XslTransform` class.

[Visual Basic]

```
Public Sub New()
```

[C#]

```
public XslTransform();
```

[C++]

```
public: XslTransform();
```

[JScript]

```
public function XslTransform();
```

Remarks

The default constructor initializes all fields to their default values.

Requirements

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000, Windows XP

See Also

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  .NET Framework Class Library

XslTransform.Load Method

*This is preliminary documentation and subject to change.
Send feedback on this topic.*

Loads the XSLT stylesheet including any xsl:include and xsl:import references.

Example

See Also

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 .NET Framework Class Library

XslTransform.Transform Method

*This is preliminary documentation and subject to change.
Send feedback on this topic.*

Transforms the specified XML data using the loaded XSLT stylesheet and outputs the results.

Example

See Also

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.NET Framework Class Library

System.Xml.Schema Namespace

This is preliminary documentation and subject to change.

[Send feedback on this topic.](#)

This is the namespace for the XML classes that provide standards-based support for XML schemas.

The supported standards are:

- XML Schemas for Structures - <http://www.w3.org/TR/xmlschema-1/> - supports for schema mapping and for validation. See also XmlSchemaCollection which currently provides XSD and XDR schema validation.
- XML Schemas for Data Types - <http://www.w3.org/TR/xmlschema-2/> - supports data types for XML schema definitions. See also XmlSchemaCollection which currently provides XSD and XDR schema validation.

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.NET Framework Class Library

XmlSchema Class

This is preliminary documentation and subject to change.
[Send feedback on this topic.](#)

Contains the definition of a schema. The class for **schema** element. All XML Schema Definition language (XSD) elements are children of the **schema** element. Represents the W3C **schema** element.

[Visual Basic]

```
Public Class XmlSchema  
    Inherits XmlSchemaAnnotated
```

[C#]

```
public class XmlSchema : XmlSchemaAnnotated
```

[C++]

```
public __gc class XmlSchema : public XmlSchemaAnnotated
```

[JScript]

```
public class XmlSchema extends XmlSchemaAnnotated
```

Example

Requirements

Namespace: [System.Xml.Schema](#)

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000, Windows XP

Assembly: System.Xml (In System.Xml.dll)

See Also

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.NET Framework Class Library

XmlSchemaObject Class

This is preliminary documentation and subject to change.
[Send feedback on this topic.](#)

Creates an empty schema.

[Visual Basic]

```
MustInherit Public Class XmlSchemaObject
```

[C#]

```
public abstract class XmlSchemaObject
```

[C++]

```
public __gc __abstract class XmlSchemaObject
```

[JScript]

```
public abstract class XmlSchemaObject
```

Example

Requirements

Namespace: [System.Xml.Schema](#)

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000, Windows XP

Assembly: System.Xml (in System.Xml.dll)

See Also

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.NET Framework Class Library

XmlSchemaCollection Class

This is preliminary documentation and subject to change.
[Send feedback on this topic.](#)

Contains a cache of XML Schema Definition language (XSD) and XML-Data Reduced Language (XDR) schemas.

Object XmlSchemaCollection

[Visual Basic]

```
NotInheritable Public Class XmlSchemaCollection  
    Implements ICollection, IEnumerable
```

[C#]

```
public sealed class XmlSchemaCollection : ICollection, IEnumerable
```

[C++]

```
public __gc __sealed class XmlSchemaCollection : public  
    ICollection, IEnumerable
```

[JScript]

```
public class XmlSchemaCollection implements ICollection,  
    IEnumerable
```

Remarks

Example

Requirements

Namespace: [System.Xml.Schema](#)

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000, Windows XP

Assembly: System.Xml (in System.Xml.dll)

See Also

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[] .NET Framework Class Library

[XmlResolver Class](#)

This is preliminary documentation and subject to change.
[Send feedback on this topic.](#)

Resolves external XML resources named by a Uniform Resource Identifier (URI). This class is abstract (**MustOverride** in Visual Basic).

[Visual Basic]

```
MustInherit Public Class XmlResolver
```

[C#]

```
public abstract class XmlResolver
```

[C++]

```
public __gc __abstract class XmlResolver
```

[JScript]

```
public abstract class XmlResolver
```

Remarks

XmlResolver is used to resolve DTD and schema location references. It is also used to process include and import elements found in XSL stylesheets or XSD schemas.

Requirements

Namespace: [System.Xml](#)

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000, Windows XP

Assembly: System.Xml (in System.Xml.dll)

See Also

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P V Y .NET Framework Class Library
XmIResolver.ResolveUri Method

This is preliminary documentation and subject to change.
Send feedback on this topic.

When overridden in a derived class, resolves the absolute URI from the base and relative URIs.

[Visual Basic]

```
MustOverride Public Function ResolveUri( _  
    ByVal baseUri As Uri, _  
    ByVal relativeUri As String _  
) As Uri
```

[C#]

```
public abstract Uri ResolveUri(  
    Uri baseUri,  
    string relativeUri  
,
```

[C++]

```
public: virtual Uri* ResolveUri(  
    Uri* baseUri,  
    String* relativeUri  
) = 0;
```

[JScript]

```
public abstract function ResolveUri(  
    baseUri : Uri,  
    relativeUri : String  
) : Uri;
```

Parameters

Requirements

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000,
Windows XP

See Also

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.NET Framework Class Library

XmiResolver.GetEntity Method

This is preliminary documentation and subject to change.
Send feedback on this topic.

When overridden in a derived class, maps a URI to an Object containing the actual resource.

[Visual Basic]

```
MustOverride Public Function GetEntity( _
    ByVal absoluteUri As Uri, _
    ByVal role As String, _
    ByVal ofObjectToReturn As Type _
) As Object
```

[C#]

```
public abstract object GetEntity(
    Uri absoluteUri,
    string role,
    Type ofObjectToReturn
);
```

[C++]

```
public: virtual Object* GetEntity(
    Uri* absoluteUri,
    String* role,
    Type* ofObjectToReturn
) = 0;
```

[JScript]

```
public abstract function GetEntity(
    absoluteUri : Uri,
    role : String,
    ofObjectToReturn : Type
) : Object;
```

Parameters

Requirements

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Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000,
Windows XP

See Also

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.NET Framework Class Library

XmlDataDocument Class

This is preliminary documentation and subject to change.
[Send feedback on this topic.](#)

Allows structured data to be stored, retrieved, and manipulated through a relational [DataSet](#).

[Visual Basic]

```
public Class XmlDataDocument  
    Inherits XmlDocument
```

[C#]

```
public class XmlDataDocument : XmlDocument
```

[C++]

```
public __gc class XmlDataDocument : public XmlDocument
```

[JScript]

```
public class XmlDataDocument extends XmlDocument
```

Remarks

Requirements

Namespace: [System.Xml](#)

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000, Windows XP

Assembly: System.Data (In System.Data.dll)

See Also

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.NET Framework Class Library

XmIDataDocument::DataSet Property

This is preliminary documentation and subject to change.
[Send feedback on this topic.](#)

Gets a [DataSet](#) that provides a relational representation of the data in the [XmIDataDocument](#).

[Visual Basic]

```
Public ReadOnly Property DataSet As DataSet
```

[C#]

```
public DataSet DataSet {get;}
```

[C++]

```
public: __property DataSet\* get_DataSet();
```

[JScript]

```
public function get DataSet() : DataSet;
```

Property Value

A [DataSet](#) that can be used to access the data in the [XmIDataDocument](#) using a relational model.

Remarks

The [DataSet](#) enables you to access the data in the [XmIDataDocument](#) using a relational model. This means that you can handle the data as tables and views, rows and columns, relations, and so on.

Example

Requirements

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000, Windows XP

See Also

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  .NET Framework Class Library

XmldataDocument.Load() Method

*This is preliminary documentation and subject to change.
Send feedback on this topic.*

Loads the **XmldataDocument** using the specified data source and synchronizes the [DataSet](#) with the loaded data.

Example

See Also

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   .NET Framework Class Library

XmlWriter Class

*This is preliminary documentation and subject to change.
Send feedback on this topic.*

Represents a writer that provides a fast non-cached forward-only way of generating streams or files containing XML data that conforms to the W3C Extensible Markup Language (XML) 1.0 specification and the Namespaces in XML specification.

This class is abstract (**MustOverride** in Visual Basic).

[Visual Basic]

```
MustInherit Public Class XmlWriter
```

[C#]

```
public abstract class XmlWriter
```

[C++]

```
public __gc __abstract class XmlWriter
```

[JScript]

```
public abstract class XmlWriter
```

Remarks

Requirements

Namespace: [System.Xml](#)

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000, Windows XP

Assembly: System.Xml (in System.Xml.dll)

See Also

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XmlWriter Constructor

This is preliminary documentation and subject to change.
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Initializes a new instance of the [XmlWriter](#) class.

[Visual Basic]

```
Protected Sub New()
```

[C#]

```
protected XmlWriter();
```

[C++]

```
protected: XmlWriter();
```

[JScript]

```
protected function XmlWriter();
```

Remarks

This constructor is called by derived class constructors to initialize state in this type.

Requirements

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000, Windows XP

See Also

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XmlWriter.WriteState Property

This is preliminary documentation and subject to change.

[Send feedback on this topic.](#)

When overridden in a derived class, gets the state of the writer.

[Visual Basic]

```
MustOverride Public ReadOnly Property WriteState As WriteState
```

[C#]

```
public abstract WriteState WriteState {get;}
```

[C++]

```
public: __property virtual WriteState get_WriteState() = 0;
```

[JScript]

```
public abstract function get WriteState() : WriteState;
```

Property Value

One of the WriteState values.

Requirements

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000, Windows XP

See Also

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XmIWriter Methods

This is preliminary documentation and subject to change.
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The methods of the **XmIWriter** class are listed below.

Public Instance Methods

WriteAttributes	When overridden in a derived class, writes out all the attributes found at the current position in the XmlReader .
WriteAttributeString	Overloaded. When overridden in a derived class, writes an attribute with the specified value.
WriteBase64	When overridden in a derived class, encodes the specified binary bytes as base64 and writes out the resulting text.
WriteBinHex	When overridden in a derived class, encodes the specified binary bytes as binhex and writes out the resulting text.
WriteCData	When overridden in a derived class, writes out a <![CDATA[...]]> block containing the specified text.
WriteCharEntity	When overridden in a derived class, forces the generation of a character entity for the specified Unicode character value.
WriteChars	When overridden in a derived class, writes text a buffer at a time.
WriteComment	When overridden in a derived class, writes out a comment <!--...--> containing the specified text.
WriteDocType	When overridden in a derived class, writes the DOCTYPE declaration with the specified name and optional attributes.
WriteElementString	Overloaded. When overridden in a derived class, writes an element containing a string value.
WriteEndAttribute	When overridden in a derived class, closes the previous WriteStartAttribute call.
WriteEndDocument	When overridden in a derived class, closes any open elements or attributes and puts the writer back in the Start state.

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<u>WriteEndElement</u>	When overridden in a derived class, closes one element and pops the corresponding namespace scope.
<u>WriteEntityRef</u>	When overridden in a derived class, writes out an entity reference as follows: & name;.
<u>WriteFullEndElement</u>	When overridden in a derived class, closes one element and pops the corresponding namespace scope.
<u>WriteName</u>	When overridden in a derived class, writes out the specified name, ensuring it is a valid Name according to the XML specification (http://www.w3.org/TR/1998/REC-xml-19980210#NT-Name).
<u>WriteNmToken</u>	When overridden in a derived class, writes out the specified name, ensuring it is a valid NmToken according to the XML specification (http://www.w3.org/TR/1998/REC-xml-19980210#NT-Name).
<u>WriteNode</u>	When overridden in a derived class, copies everything from the reader to the writer and moves the reader to the start of the next sibling.
<u>WriteProcessingInstruction</u>	When overridden in a derived class, writes out a processing instruction with a space between the name and text as follows: <?name text?>.
<u>WriteQualifiedName</u>	When overridden in a derived class, writes out the namespace-qualified name. This method looks up the prefix that is in scope for the given namespace.
<u>WriteRaw</u>	Overloaded. When overridden in a derived class, writes raw markup manually.
<u>WriteStartAttribute</u>	Overloaded. When overridden in a derived class, writes the start of an attribute.
<u>WriteStartDocument</u>	Overloaded. When overridden in a derived class, writes the XML declaration.
<u>WriteStartElement</u>	Overloaded. When overridden in a derived class, writes the specified start tag.
<u>WriteString</u>	When overridden in a derived class, writes the given text content.
<u>WriteSurrogateCharEntity</u>	When overridden in a derived class, generates and writes the surrogate character entity for the

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	surrogate character pair.
<u>WriteWhitespace</u>	When overridden in a derived class, writes out the given whitespace.

See Also

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XmlNodeReader Class

This is preliminary documentation and subject to change.
[Send feedback on this topic.](#)

Represents a reader that provides DTD, XDR and XSD schema validation.

[Visual Basic]

```
Public Class XmlValidatingReader  
    Inherits XmlReader  
    Implements IXmlLineInfo
```

[C#]

```
public class XmlValidatingReader : XmlReader, IXmlLineInfo
```

[C++]

```
public __gc class XmlValidatingReader : public XmlReader,  
    IXmlLineInfo
```

[JScript]

```
public class XmlValidatingReader extends XmlReader implements  
    IXmlLineInfo
```

Remarks

This class implements [XmlReader](#) and provides support for data validation.

Requirements

Namespace: [System.Xml](#)

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000, Windows XP

Assembly: System.Xml (in System.Xml.dll)

See Also

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.NET Framework Class Library

XmLValidatingReader.ValidationType Property

This is preliminary documentation and subject to change.

[Send feedback on this topic.](#)

Gets a value describing what type of validation to perform.

[Visual Basic]

```
Public Property ValidationType As ValidationType
```

[C#]

```
public ValidationType ValidationType {get; set;}
```

[C++]

```
public: __property ValidationType get_ValidationType();  
public: __property void set_ValidationType(ValidationType);
```

[JScript]

```
public function get ValidationType() : ValidationType;  
public function set ValidationType(ValidationType);
```

Property Value

One of the [ValidationType](#) values. If this property is not set, it defaults to ValidationType.Auto.

Remarks

Example

Requirements

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000, Windows XP

See Also

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.NET Framework Class Library

XmlValidatingReader.Read Method

*This is preliminary documentation and subject to change.
Send feedback on this topic.*

Reads the next node from the stream.

[Visual Basic]

```
Overrides Public Function Read() As Boolean
```

[C#]

```
public override bool Read();
```

[C++]

```
public: bool Read();
```

[JScript]

```
public override function Read() : Boolean;
```

Return Value

true if the next node was read successfully; **false** if there are no more nodes to read.

Remarks

Example

Requirements

Platforms: Windows 98, Windows NT 4.0, Windows Millennium Edition, Windows 2000, Windows XP

See Also